Before Class:

- Journal Up
- Notes Posted Online
- Ask about Problem 5

1. Dynamic Programming
   - 1D Board Game
   - Most naive solution
   - Step 1: Determine if we can use DP
   - Step 2: Come up with Recursive Formula
   - Step 3: Come up with/analyze algorithm
   - Step 4: Reconstruct solution

2. DP Examples
   - 0-1 Knapsack Problem
   - Sorting
   - 2D Board Game
   - Matrix Multiplication
   - Longest Common Subsequence

Next Class:

- Even Easier: Choose what looks best right now!
- Do you guys know any greedy algorithms?
- Give out HW3
- Evaluations!